Exhibit A

"IUnknown (COM)," pg. 1, Microsoft Corporation, 2008 <http://msdn.microsoft.com/en-us/library/ms680509.aspx> (accessed November 10, 2008)

COM

IUnknown (COM)

The **IUnknown** interface lets clients get pointers to other interfaces on a given object through the **QueryInterface** method, and manage the existence of the object through the **IUnknown::AddRef** and **IUnknown::Release** methods. All other COM interfaces are inherited, directly or indirectly, from **IUnknown.** Therefore, the three methods in **IUnknown** are the first entries in the VTable for every interface.

When to Implement

You must implement **IUnknown** as part of every interface. If you are using C++ multiple inheritance to implement multiple interfaces, the various interfaces can share one implementation of **IUnknown**. If you are using nested classes to implement multiple interfaces, you must implement **IUnknown** once for each interface you implement.

When to Use

Use **IUnknown** methods to switch between interfaces on an object, add references, and release objects.

Methods in Vtable Order

IUnknown Methods	Description
QueryInterface [http://msdn.microsoft.com/en-us/library/ms682521 (VS.85).aspx]	Returns pointers to supported interfaces.
AddRef [http://msdn.microsoft.com/en-us/library/ms691379(VS.85).aspx]	Increments reference count.
Release [http://msdn.microsoft.com/en-us/library/ms682317(VS.85).aspx]	Decrements reference count.

Requirements

For an explanation of the requirement values, see Requirements (COM) [http://msdn.microsoft.com/en-us/library/ms693432 (VS.85).aspx] .

Windows NT/2000/XP: Requires Windows NT 3.1 or later.

Windows 95/98: Requires Windows 95 or later.

Header: Declared in unknwn.h.

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